SIMCITY GRAPHICS™

SYSTEM INFO AND INSTALLATION GUIDE

AMIGA VERSION

HARDWARE INFORMATION

Amiga 500, 1000, 2000, 2500, and 3000 compatible
1 meg RAM required

SOFTWARE INFORMATION

Amiga DOS Versions 1.2, 1.3, 2.0 compatible
SimCity®, The City Simulator (1 meg version) required

INSTALLATION GUIDE

Before you can use the SimCity Graphics, they must be installed. The Install Graphics Program updates your SimCity program and installs the new Graphics to either your hard or floppy disk. Once you have completed the installation, you will be able to switch between Graphics from within SimCity.

WHAT YOU NEED

In order to complete the installation, you will need to know:

- Whether you are installing to a hard disk or to floppy disks.
- In which drive and subdirectory (hard disk users only) your current SimCity files are located.

In addition, you will need the following:

For FLOPPY installation:

- Your backup disk of your original SimCity disk
- The SimCity Graphics disk
- One blank formatted disk

For HARD DISK installation:

- The SimCity Graphics disk
- 185K free hard disk space for each of the new Graphics you install

INSTALLING TO A HARD DISK

Make sure that you have already copied the contents of the original SimCity disk to a subdirectory on your hard disk.

Place the SimCity Graphics disk in your drive. Double-click with your mouse on the SimCity Graphics disk icon. A window will pop up containing the SimCity Graphics program icons. Double-click on the **INSTALL GRAPHICS** icon.

For the installation type, click on **HARD DISK**.

Enter the **PATH** where your SimCity files are located. Usually, your SimCity files are in the path **WORK:SIMCITY**. If this is the correct path, just click on the **CONTINUE** button. If your SimCity files are not in **WORK:SIMCITY**, press the Right Amiga key and the X key at the same time to erase the path. Then type in the correct path (for example: **WORKBENCH:SIMCITY**, **dh0:SIMCITY**, **dh1:SIMCITY**, etc) and click on **CONTINUE**.

Use the mouse to select any or all of the new Graphics for installation. If you have the space available on your hard disk, we recommend installing them all.

The Install Graphics program will now transfer the new Graphics files to your SimCity subdirectory.

You are now ready to play!

To run your SimCity program with new Graphics, open the drawer where your SimCity files are located, then double-click on the SimCity icon.

To change Graphics, go into the **EDIT** window, open the **FILE** menu, and select **LOAD GRAPHICS**. Next, select an alternate architecture and watch as your city transforms into a new era!

INSTALLING TO FLOPPY DISKS

Make sure that you already have a backup copy of your original SimCity on a floppy disk. To create a backup disk, insert your original SimCity disk and click on the disk icon. Select "duplicate" or "Copy" from the menu. Switch disks as prompted.

Format one blank floppy, if you haven't already done so, and label it:

SIMGRAPHICS DISK

Please have all of your disks ready before you begin the Install Graphics program!

Place the SimCity Graphics disk in your drive. Double-click on the SimCity Graphics disk icon. A window will pop up containing the SimCity Graphics program icons. Double-click on the **INSTALL GRAPHICS** icon.

For the installation type, click on **FLOPPY**.

The program will now begin updating your backup copy of SimCity (your Program disk) and building the new Graphics disk. Please insert the correct disks when prompted.

You are now ready to play!

To run your SimCity program with new Graphics, insert your updated SimCity backup disk in the floppy drive and double-click on the disk icon. When the SimCity program window opens, double-click on the SimCity icon.

To change Graphics, first insert the new Graphics Disk in your floppy drive. Go into the **EDIT** window, open the **FILE** menu, and select **LOAD GRAPHICS**. Next, select an alternate architecture and watch as your city transforms into a new era!

NOTES:

- SimCity Graphics has **NO DISK-BASED COPY PROTECTION!** See below for more information.
- We recommend that you play from backup copies of your SimCity Graphics disks. Store your original SimCity Graphics disk and your new SimCity Program and Graphics disks in a safe place.
- **TERRAIN EDITOR** users: While creating or editing a city terrain using your Terrain Editor program (not included) you can only view your cities in the original SimCity Classic Graphics. However, you may create or edit a terrain with the Terrain Editor, save it, then load it into SimCity. You will then view your terrain in the currently active graphics.

NO DISK-BASED COPY PROTECTION!

Versions of SimCity prior to Version 1.2 used disk-based copy protection.
With SimCity Graphics, we have taken the protection off the disk, and put it onto a lookup chart.

[Note: If you have been running Version 1.2 or later of SimCity, you have already been using the "lookup chart" system of copy protection.]

The lookup chart is a **RED SHEET OF PAPER**, included in the SimCity Graphics package.
WARNING! DO NOT LOSE THE RED SHEET! YOU CANNOT PLAY THE GAME WITHOUT IT.

Here's how it works:
Shortly after starting SimCity, you will be asked for either the **NAME** or the **POPULATION** of a city, and you will be shown three symbols. The first symbol is the page number - find the page on the **RED SHEET** that has that symbol in the upper right hand corner.
Look at the other two symbols, then look down the columns on that page until you find them next to a city name. Type in the appropriate information - check the window on the screen to see whether you should enter the **NAME** or the **POPULATION** of the city - and press <return>.

You will have three chances to get it right. It is very important - the lives and welfare of many Sims depend on you getting this right.

HELP

If you need additional assistance, call our Technical Support Hot-Line at (415) 254-9700.